SNS-AW7E-USA

MIDWAY

Midway Home Entertainment Inc.
1800 South Business Hwy 45
Corsicana, Texas 75110

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PRINTED IN USA

MIDWAY®
PRESENTS

ARCADE'S GREATEST HITS™

THE ATARI® COLLECTION 1

INSTRUCTION BOOKLET

KIDS TO ADULTS
K-A
CONTENT RATED BY
ESRB

MIDWAY

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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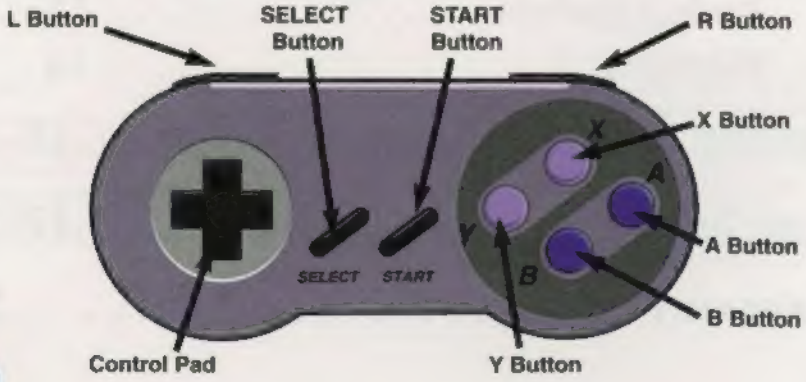
GETTING STARTED

WARNING: Never Try to Insert or Remove a Game Pak When the Power is ON!

- **Turn the power OFF on your Super NES®.**
- **Make sure a Controller is plugged into the #1 Port of the Super NES® System.**
- **Insert the Game Pak into the slot on the Super NES®. Press firmly to lock the Game Pak in Place.**
- **Turn the power switch ON.**
- **When you see the Title Screen, Press the Start Button.**

CONTROLLER

Before you begin your game, familiarize yourself with the Super Nintendo controller.



GAME SELECTION

Following the title screen, the Game Selection Screen will appear. Select the classic game you wish to play, then use the controls indicated below to start a game. If you wait a few seconds before selecting a game, a demo of the highlighted game will run. Press the **START Button** to play the game displayed in the demo, or press any other button to end the demo.

IN-GAME OPTIONS

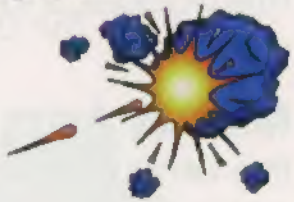
To access In-Game Options for a particular game, select the game from the Game Selection Screen, then select Game Options (see **Game Options**, next page).

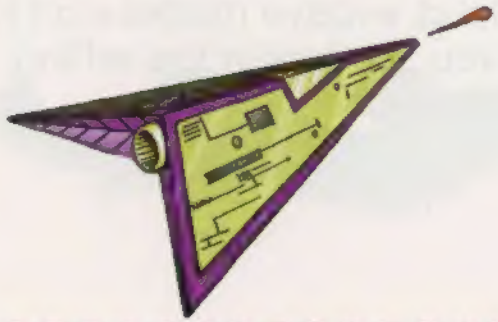
IN-GAME OPTIONS

1 PLAYER START - Play a 1 player game.

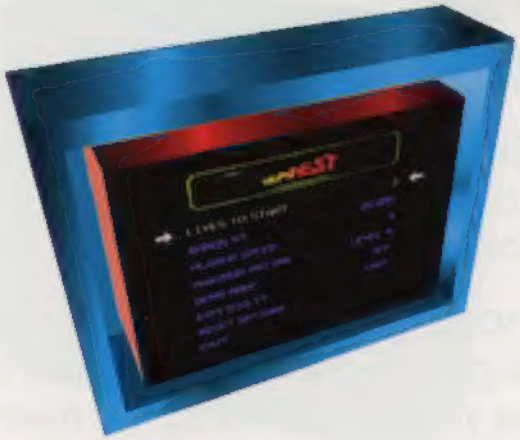
2 PLAYER START - Play a game with friend. Players alternate turns against the computer (not available in Battlezone).

GAME OPTIONS - The Game Options Screen for each of the games varies slightly. They are specific to the game you're accessing the menu from. You can make simple adjustments to settings such as the amount of **Lives** to start the game, the amount of points needed to achieve a **Bonus Life**, the **Game Difficulty** level and **Player Speed.**





IN-GAME OPTIONS



PLAYER SPEED (Not available in **BATTLEZONE** or **ASTEROIDS**) - This options speeds up or slows down the paddle, shooter or crosshair used during the game.

MISSILES AFTER (**BATTLEZONE** only) - You can select the amount of points (5,000 - 30,000) to be achieved before those loud, evasive missiles start to make things difficult for you. The higher the setting, the longer it will be before you see them.

IN-GAME OPTIONS

MINIMUM RATING (**TEMPEST** only) - When set to **9**, new players will always be able to skip ahead to at least level 9 on the start screen. If set to **Variable**, new players may be able to skip ahead further if the high score is sufficiently high.

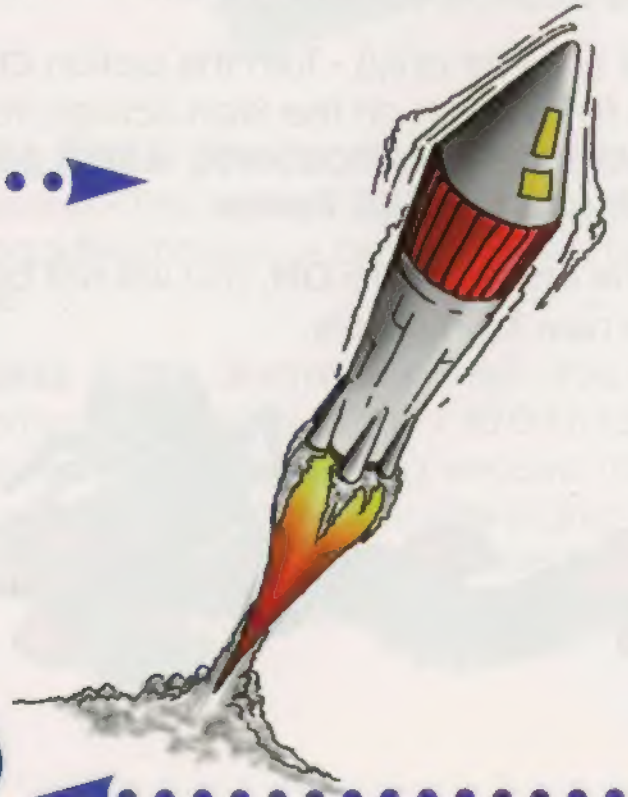
DEMO MODE (**TEMPEST** only) - Turn this option **ON** to allow access to all levels on the Start Screen. You will also be able to skip ahead levels during game-play by pressing the **SELECT BUTTON**.

NOTE: With this option set to **ON**, you will not be able to enter new high scores.

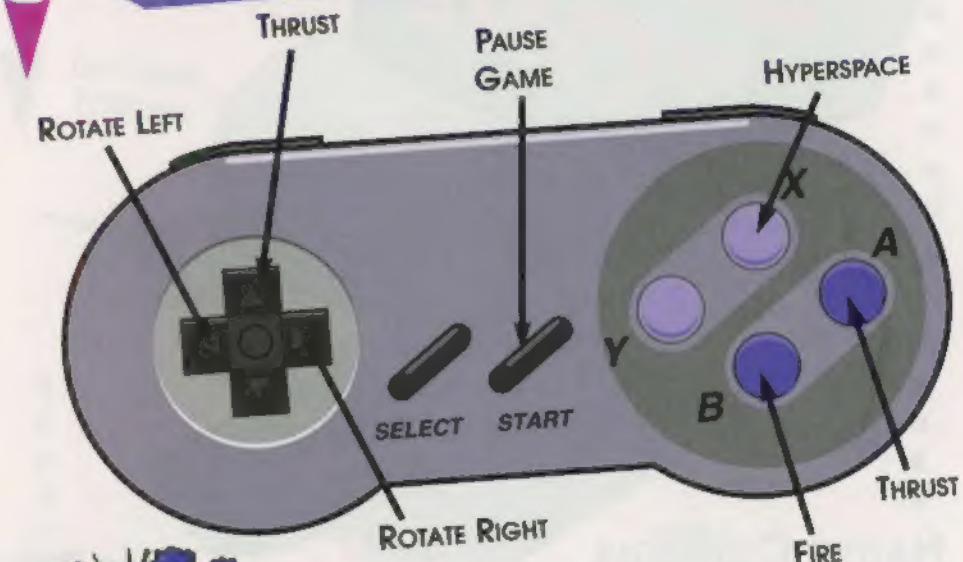
CONTROLLING THE GAMES

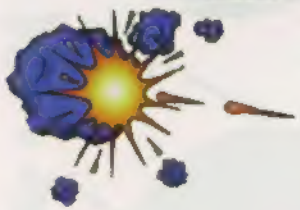
The following diagrams (next page) display the controls for each game. Have Fun! All games may be played with as many as 2 players with the exception of **BATTLEZONE**.

NOTE: To abort a game and return to the Game Menu, press **Select**, **Start**, **L** and **R** simultaneously.



ASTEROIDS

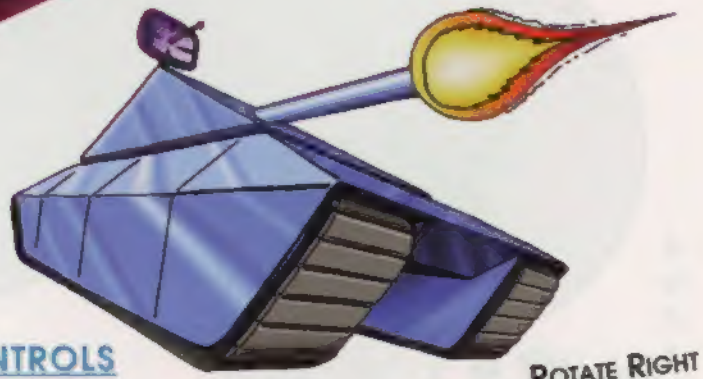




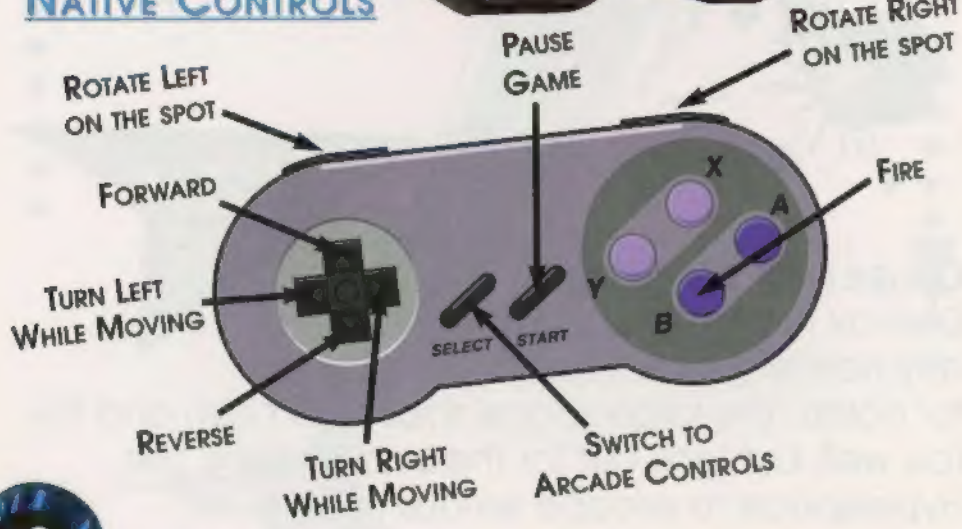
OBJECT OF THE GAME

Destroy the floating Asteroids and any hostile space ships you encounter for points. The large space ships don't aim and fire too well, but look out for the smaller ships. Use Hyperspace to escape serious trouble.

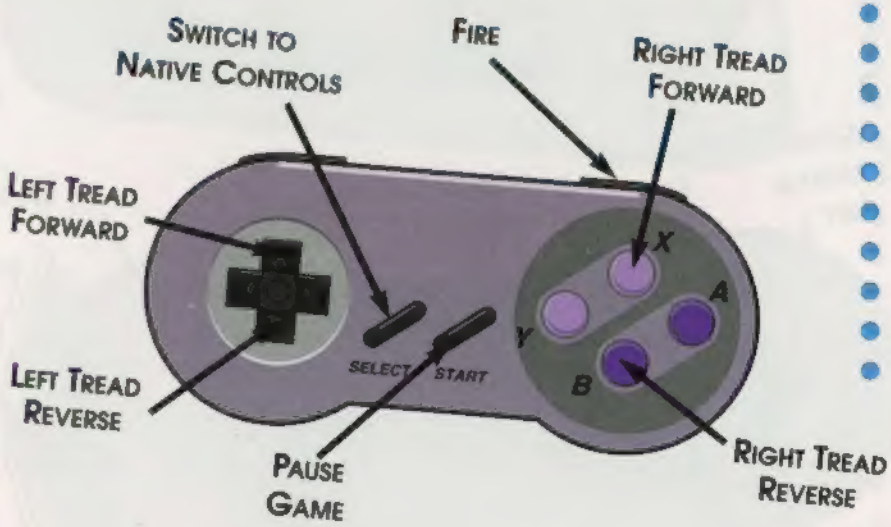
BATTLE ZONE

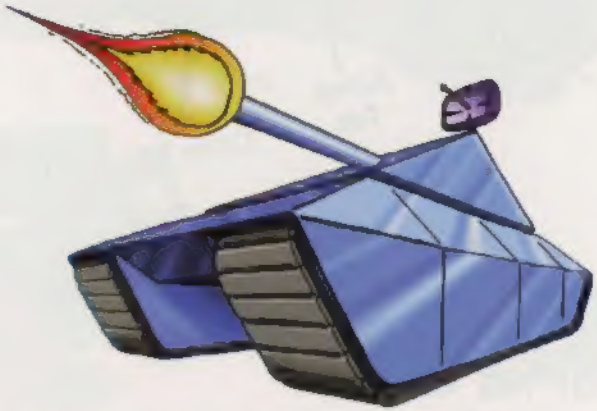


Native Controls



Arcade Controls

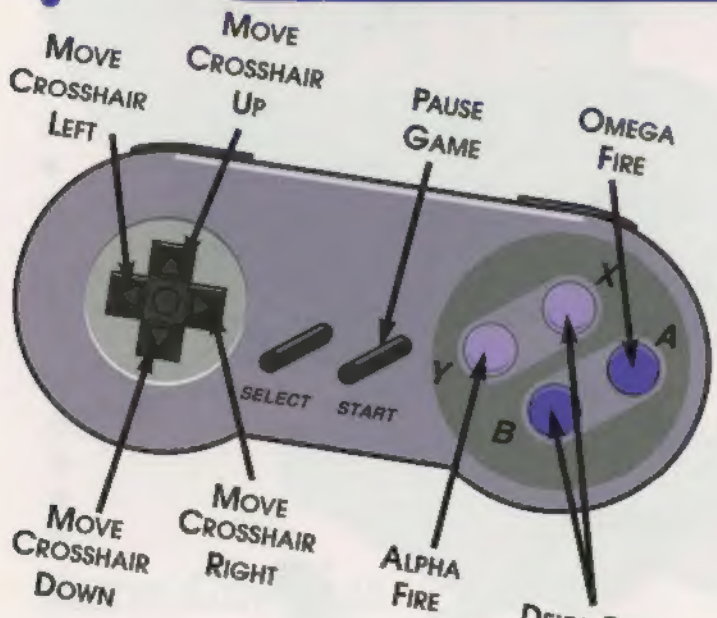


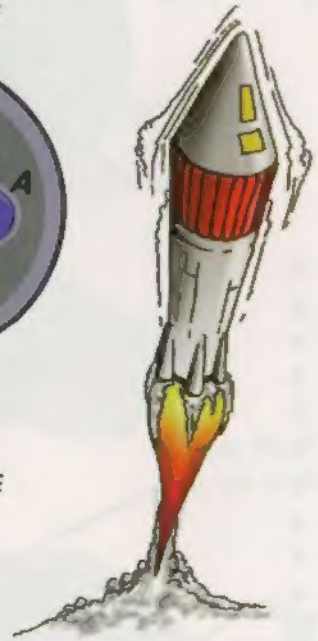


Object of the Game

Eliminate all enemy Tanks, Missiles and Super Tanks. The Radar at the top of the screen will track your enemy. Look for a red dot flashing on the Radar screen, then seek and destroy!

MISSILE COMMAND

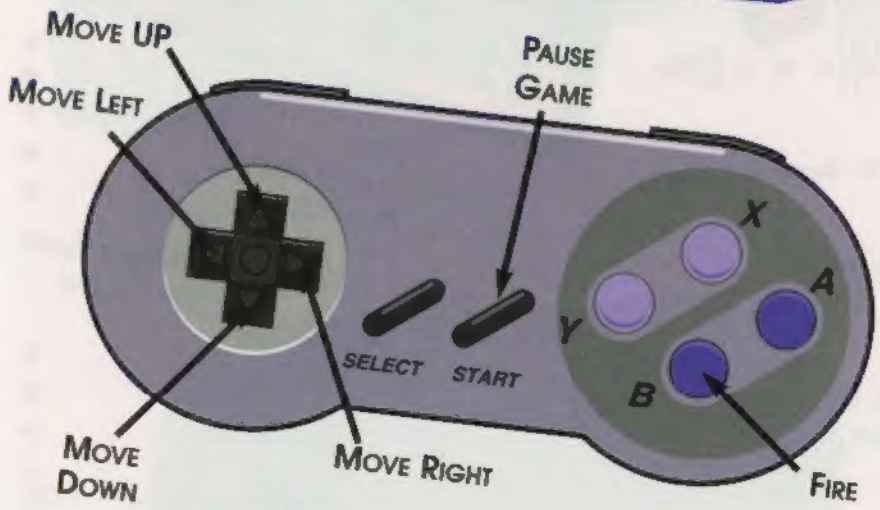




OBJECT OF THE GAME

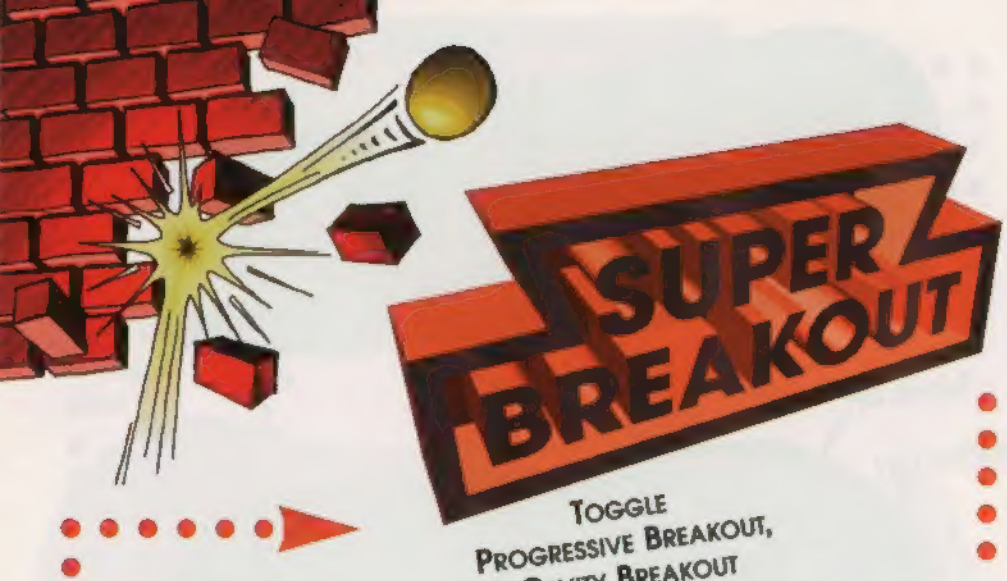
Save the world from nuclear annihilation. Destroy incoming warheads with your defensive missiles. Conserve your missiles, you'll need them all. The velocity and amount of enemy missiles increases as you reach the higher levels.

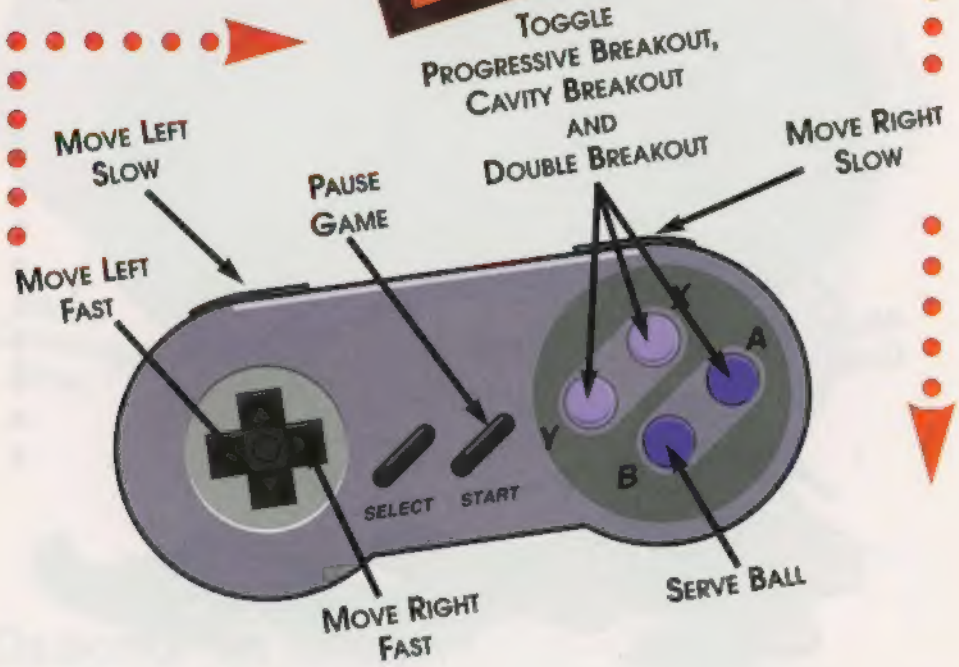
CENTIPEDE



OBJECT OF THE GAME

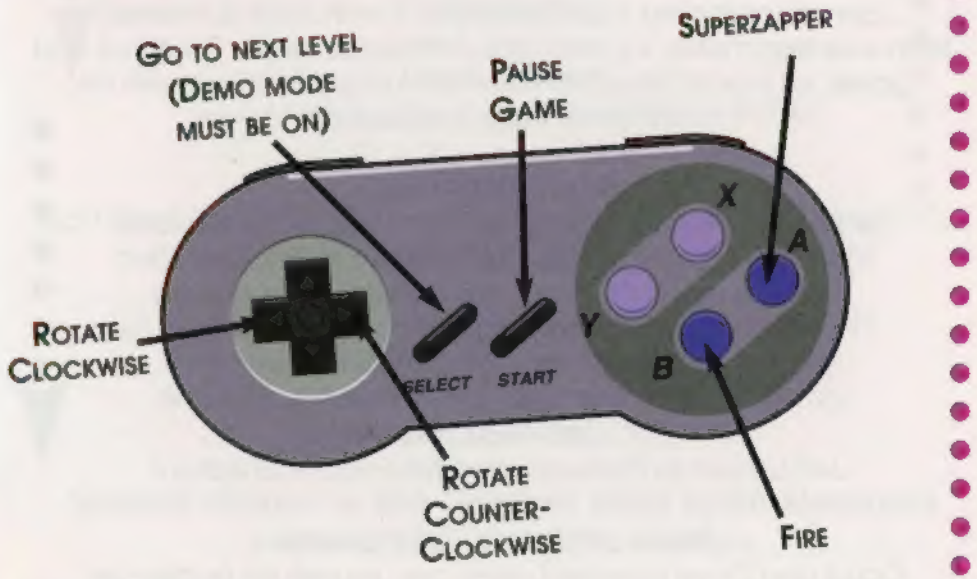
Shoot all Centipedes, Spiders and any other Insects for points. Shoot Mushrooms to clear a path for your shooter.





Object of the Game

Keep the ball between your paddle and the bricks. Attempt to break through the bricks, and clear them out completely. Complete various levels and accumulate points.



Object of the Game

Move quickly around the perimeter of the hole. Fire at your enemies as they attack and try not to let them reach the top. Of course, the intensity increases as you reach the higher, more difficult levels!

CREDITS

Digital Eclipse Software Team

Andrew Ayre
Andrew served as Executive Producer of *Arcade's Greatest Hits™*, *The Atari Collection 1* and is President of Digital Eclipse Software.

John Kowalski
John co-authored Atari Collection 1 with Matt Schneider. John was responsible for Asteroids, Battlezone, Super Breakout and game sounds. In his spare time, John enjoys working with his obsolete color computers.

Matt Schneider
Matt co-authored Atari Collection 1 with John Kowalski. Matt was responsible for Centipede, Missile Command and Tempest. Playing these games in the arcade 17 years ago, Matt never would have guessed he'd be translating them to a home system.

Jeff Vavasour
Jeff served as Producer and Technical Consultant.

Doug Jefferys & Dave Larson
Doug and Dave provided additional sounds for Battlezone and Asteroids, respectively.

Midnight Design & Image Impressions
Midnight Design and Image Impressions provided additional artwork.

Dan Filner
Dan provided additional technical support.

CREDITS

Atari Games Team

V.P. of Product Development
Bill Hindorff

Producer
Wallace Poulter

Testing Manager
Mike Kruse

Lead Testers
Jesse Meza II , Jose Amparan & Randy Slafsky

Testers
Todd Papy, David Ortiz, Alex Beran, Matt Gilbert, Pablo Buitrago, C.J. Perez, Donald Gavino, Kevin Dines & Rob Reininger

Special Thanks
Howard Lehr, Debra Heinz, Greg Allen, Brian Fritts and Finn Jensen - Manager of the Scandia Family Center In Sulsun, Ca.

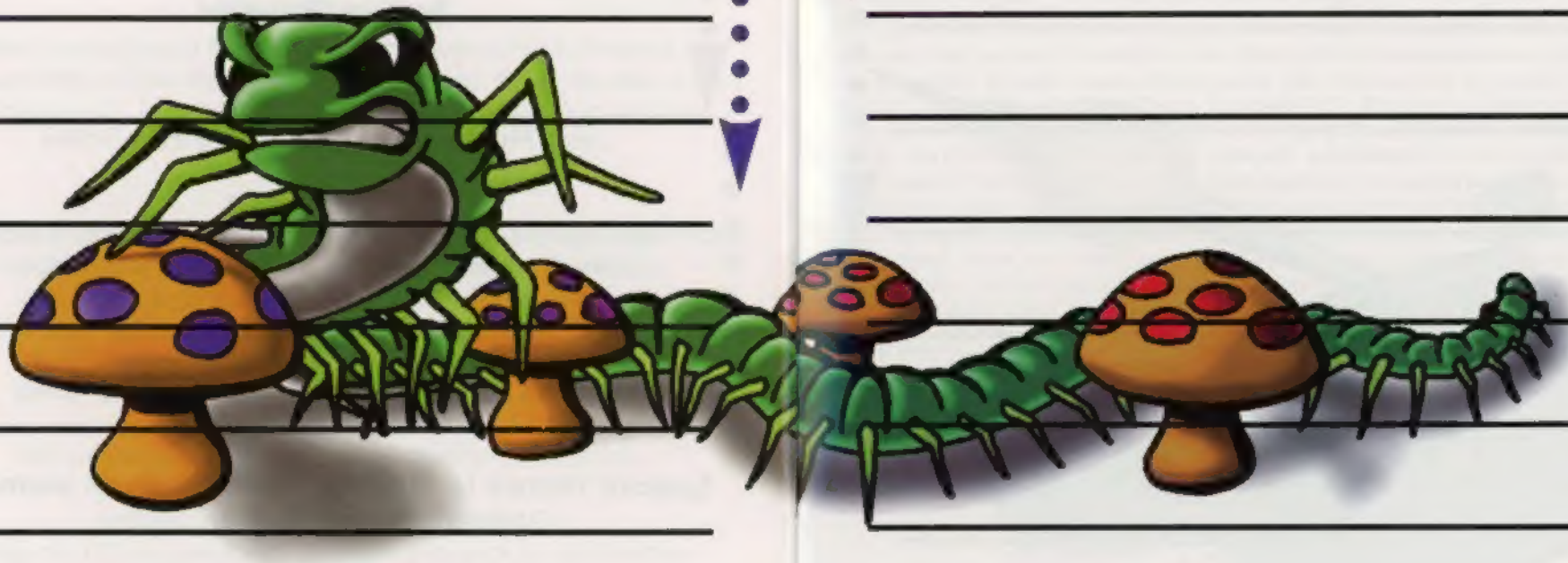
Special Thanks to the Original Atari Team Members
Ed Rotberg, Ed Logg & Dave Theurer

Midway Home Entertainment Team

Print Design and Production
Debra Austin, Jon Mongelluzzo, Shawn Murphy, Robert Shepherd, Erin Shems & Dave Young

Special Thanks
Deborah Fulton, Don Knapp & Bruce Adams

HIGH SCORES



HIGH SCORES

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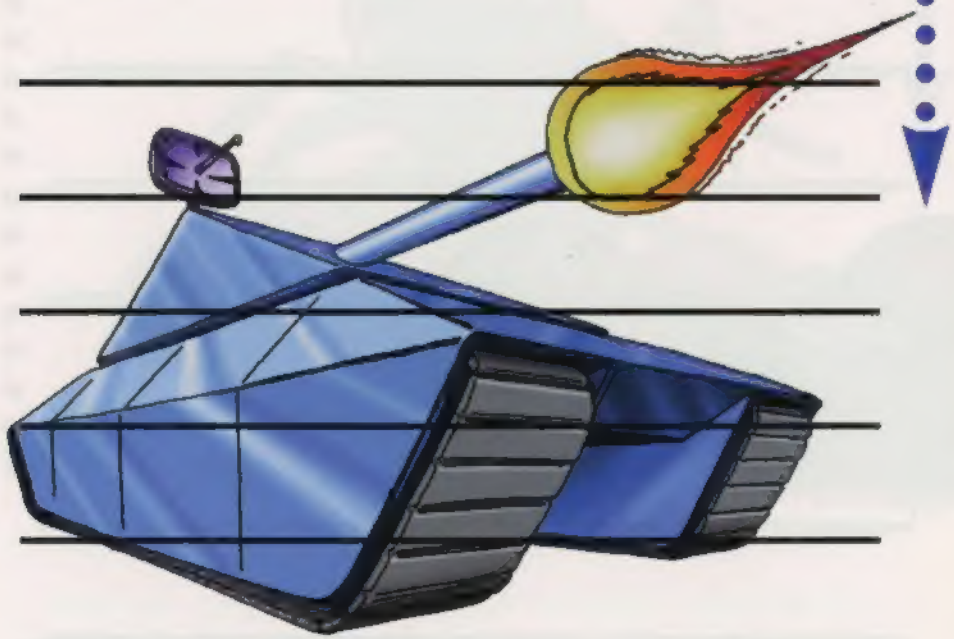

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Monday - Friday

Midway Home Entertainment Inc.

1800 S. Business Hwy 45
Corsicana, TX 75110

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